

City of Lauderhill T20 International Night Cricket Tournament

2020 - Match Playing Conditions
(incorporating the Code of the MCC Laws of Cricket)
Effective August 1, 2019



Lauderhill Sports Park
7500 W. Oakland Park Blvd, Lauderhill, FL 33319

PREAMBLE- THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action which is seen as abusing the spirit causes injury to the game itself. Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory. The City of Lauderhill T20 International Night Cricket Tournament Code of Behavior is intended to protect and enshrine these important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

- A **There are two Laws which place the responsibility for the team's conduct firmly on the captain. Responsibility of captains:**
The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. It is also the responsibility of the captains to hand over the teams with full names of players and the balls no later than fifteen (15) minutes prior to the start of play.
- B **Player's conduct:**
In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.
- C **Fair and unfair play:**
According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.
- D **The umpires are authorized to intervene in cases of:**
Time wasting
Damaging the pitch
Dangerous or unfair bowling
Tampering with the ball
Any other action that they consider to be unfair
- E **The Spirit of the Game involves RESPECT for:**
Your opponents
Your own captain and team
The role of the umpires
The game's traditional values
- F **It is against the Spirit of the Game:**
To dispute an umpire's decision by word or action of gesture
To direct abusive language towards an opponent or umpire
To indulge in cheating or any sharp practice, for instance:
(a) to appeal knowing that the batsman is not out
(b) to advance towards an umpire in an aggressive manner when appealing
(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
- G **Violence:**
There is no place for any act of violence on the field of play.
- H **Players:**
Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

CITY OF LAUDERHILL T20 INTERNATIONAL NIGHT CRICKET TOURNAMENT

The City of Lauderhill T20 International Night Cricket Tournament shall be governed by the ICC Standard T20 International Match Playing Conditions (incorporating the Code of the MCC Laws of Cricket) shall apply except as varied below.

Note: The tournament is managed and hosted by City of Lauderhill. All references to 'Governing Body' within the Laws of Cricket shall be replaced by City of Lauderhill Tournament Committee, hereinafter referred to "Committee." The City of Lauderhill Tournament Committee reserves all rights to alter the tournament format and/or structure as it deemed necessary by circumstances beyond the control of the Committee including but not limited to grounds, weather and light conditions.

TOURNAMENT FORMAT

Six (6) teams will compete in the first-round matches that will be played in a round-robin format, followed by the semi-finals and finals. Each team will play three matches in the round-robin. A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain. Each squad will be comprised of fourteen (14) players. Each team captain shall provide a list of the names of the 11 players plus a maximum of 3 substitute fielders in writing to Match Coordinator before the toss. No player (member of the playing eleven) may be changed after the toss without the consent of the opposing captain. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the match referee, in exceptional circumstances, allows subsequent additions. Each team can have no more than four (4) of the eleven (11) players on the field from another country during the game. Team USA are exempt from this requirement; however, the team is restricted to play only six (6) players from one country in the starting XI. Players must be at least sixteen (16) years of age. Players under 18 must have written parental consent to participate.

Team Squad ("Roster")

1. Each team manager/captain is required to submit the following: players release and waiver of liability/ team registration and waiver release to Leslie Johnson. (954-730-3000). Additional players may be added to the initial list of registered players and must be done by the close of business (6:00pm) on the Friday prior to the scheduled match in which the players will be participating to Leslie Johnson (ljohnson@Lauderhill-fl.gov).
2. Each team must provide the Tournament Committee with a list of 14 players (also known as "Team Squad" or "Roster") from which the playing team will be selected.

Playoff Eligibility Criteria

1. Every player taking the field in the Semi-Finals must have represented his team in at least one of its previous matches unless the said player qualified as a professional cricketer.
2. Every player taking the field in the Finals must have represented his team in at least two previous matches in the tournament unless the said player qualified as a professional cricketer.
3. Two Professional players per team can play in the semi-finals and finals without previous participation in the preliminary rounds.
4. Professional cricketers are players currently playing Test, ODI's or international T20's tournaments around the world. (IPL/CPL/BBL/PSL/BPL/Ram Slam, USA Cricket Players, etc).
5. NO Exceptions will be made to the above rules regarding player participation as a "declared player" in the Semi-Finals and Finals (unless previously agreed to by Tournament Coordinator)

Ready to Play

Ready to play means a minimum of 9 players in the team's official uniforms, present at the ground and in clear visible view of the umpires. Players under garment must match official "Team Uniforms." Ex. Color of long sleeves under shirt must match official team shirt color.

TOURNAMENT STRUCTURE

The tournament will be played on the following points system.

WIN – 5 POINTS

NO RESULT – 3 POINTS (A minimum of 5 overs must be bowled to the team batting first).

ABANDONED – 2 POINTS

LOSS – ZERO POINTS

DURATION OF MATCHES

One-Day Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 20 six-ball over's. A minimum of five (5) overs have to be bowled to the team batting second to constitute a match. Teams cannot declare their innings close. Overs must be completed within the specify time, otherwise teams will be penalized accordingly.

HOURS of PLAY

A fixed time will be specified for the commencement of the interval, and also the close of play for each match, by applying a rate of 15 over's per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. The calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play.

Zonal matches must start promptly at 4:30pm and at 7:30pm subject to the Umpires and Match Coordinator.

First match must start promptly at 4:30pm and ends at 7:20pm.

The team batting first will start their innings at 4:30pm and ends at 5:50pm.

The team batting second will start their innings at 6:00pm and ends at 7:20pm.

Second match must start promptly at 7:30pm and ends at 10:20pm.

The team batting first will start their innings at 7:30pm and ends at 8:50pm.

The team batting second will start their innings at 9:00pm and ends at 10:20pm.

(Hours of play and venue are subject to change)

DRINKS.....THERE WILL BE NO INTERVALS FOR DRINKS DURING AN INNINGS.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

CHANGING agreed times for intervals – Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 5 minutes.

LENGTH of INNINGS/UNINTERRUPTED MATCHES

(a) Each team shall bat for 20 overs unless all out earlier.

(b) If the team fielding first fails to bowl the required number of over's by the scheduled for the cessation of the first session, the batting side will be credited with 10 runs for every whole over that has not been bowled. Unless otherwise determined by the umpire, the innings of the team batting second shall be limited to the same number of over's bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

(d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall not be extended. Teams will be penalized accordingly for slow or deliberate time wasting.

PENALTIES will be applied for slow over rates:

In the event that each team fails to bowl its allotted overs, batting side will be credited with 10 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

DELAYED or INTERRUPTED MATCHES.

GENERAL

(a) The object shall always be to rearrange the number of over's so that both teams have an opportunity of batting for the same number of over's. Minimum of 5 overs must be bowled to the team batting second to constitute a match subject to the innings not being completed earlier. When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 15 over per hour in the total remaining time available for play. If the team fielding first fails to bowl the revised number of overs by the specified time, the batting will be credited with 10 runs for every whole over that has not been bowled. Should calculations regarding numbers of over's result in a fraction of an over, the fraction shall be ignored.

Law 42:9-10 – Deliberate Time Wasting- will be strictly enforce during the tournament. Fielding team will be penalized five (5) penalty runs and suspension of the bowler from further bowling in the innings. Further, fielding team will be penalized ten (10) runs for every whole over that has not been bowled in the innings. Batsmen will be penalize five (5) penalty runs for time wasting and will be reported to the Tournament Committee who shall take such action as is considered appropriate against the captain a player or players, if appropriate, team concerned.

PENALTIES:

The batting side will be credited with 10 runs for every whole over that has not been bowled.

(c) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be not extended. Should calculations regarding numbers of over's result in a fraction of an over, the fraction shall be ignored.

PENALTIES:

The batting side will be credited with 10 runs for every whole over that has not been bowled.

INTERRUPTED OR PREMATURELY TERMINATED MATCHES

Calculation of the Target Score

Interrupted Matches – Calculation of the Target Score

a. If, due to suspension of play after the start of the match, the number of over's in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 over's), then the revised target score (to win) should be set for the number of over's which the team batting second will have the opportunity to facing. This revised target is to be calculated using the current Duckworth/Lewis Method. The target set will always be a whole number and one run less will constitute a Tie. (Duckworth/Lewis Regulations). b. Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 over's bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

OBSTRUCTING THE FIELD

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his directions without probable cause and thereby obstructed a fielder's attempt effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

BOWLER attempting to run out non-striker before delivery

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

RESTRICTIONS on the PLACEMENT of FIELDERS/POWER PLAY

(a) Two semi circles shall be drawn on the field of play. The semi-circle has their center the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43 meters). The semi circles shall be linked by two parallel straight lines drawn on the field. These fielding restrictions areas should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

(b) At the instant of delivery, there may not be more than five (5) fielders on the leg side.

(c) During the Fielding Restriction Overs (first six (6) over's) only two fieldsmen shall be permitted to be outside the field restriction marking at the instant of delivery. (d) For the remaining over's, minimum of four (4) fielders must be inside the field restriction marking at the instant of delivery.

In circumstance when the number of over's of the batting team is reduced, the number of "Fielding Restriction Over's" shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	No. of overs for which fielding restrictions above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

NUMBER of OVERS per BOWLER

No bowler shall bowl more than four (4) six (6) ball overs in an innings. Upon notification to the umpire at the start of the first over, a bowler can bowl two (2) consecutive overs. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

DANGEROUS AND UNFAIR BOWLING

A bowler shall be limited to one fast short-pitched delivery per over. b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

d) In addition, for the purpose of this tournament, a ball that passes above head height of the batter, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

e) For the avoidance of doubt any fast-short pitched delivery that is called a wide under these playing condition shall also count as the allowable short pitched delivery in that over.

f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.

h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j) The bowler thus taken off shall not be allowed to bowl again in that innings.

k) The umpire will report the occurrence to the other umpire, the striker at the wicket and as soon as possible to the captain of the batting side. l) The umpires will then report the matter to the Match Coordinator/Official who shall take such action as is considered appropriate against the captain and the bowler concerned.

DANGEROUS AND UNFAIR BOWLING – Action by the umpire

The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the

striker shall also be taken into consideration. In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e) The bowler thus taken off shall not be able to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g) The umpires will then report the matter to the Match Coordinator/official who shall take such action as is considered appropriate against the captain and the bowler concerned.

The BOWLING of HIGH FULL PITCHED BALLS

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. b) In the event of a bowler bowling a high full pitched ball as defined above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. d) The bowler thus taken off shall not be allowed to bowl again in that innings. e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side. f) The umpires will then report the matter to the Match Coordinator who shall take such action as is considered appropriate against the captain and the bowler concerned.

FREE HIT After A NO BALL

The delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

WIDE BOWLING - JUDGING a WIDE

Umpires are instructed to apply a very strict and consistent interpretation in regard to these rules in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. Any ball passing the batsman down the down the legside / outside the leg stump is a wide. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs, resulting from a wide, which is not a no ball, shall be scored wide balls. If a batsman is out from a wide ball, the wide must be scored to the batting team's total.

THE BALL

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and regularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drink interval, at the end of each over or any other disruption in play. In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, if the ball is to be replaced, the umpire shall inform the striker. Either bowler or striker may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final. The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Tournament Coordinator/Official.

The Tournament Coordinator/Official shall take a box containing at least 6 new balls to the teams and supervise the selection of the ball.

OVER-RATE PENALTIES

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr and 20 minutes playing time (80 minutes). The batting side will be credited with 10 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. Umpires will strictly adhere to the specified times allotted for each game. (This matter will not be subject to retrospective negotiation). In addition, in all reduced over's matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time. Over-rate penalties apply only to innings of 10 over's or more duration. In innings of less than 10 over's duration, Umpires will strictly apply the penalty run Laws for time wasting in all games. (For the purpose of net run-rate calculations in the first-round stage, any runs accrued through application of this clause shall be included in calculations).

THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) over's, unless one (1) team has been all out in less than five (5) over's or unless the team batting second scores enough runs to win in less than five (5) over's. All matches, in which both teams have not had an opportunity of batting for at least five (5) over's shall be declared a no result.

Matches where both teams have had the opportunity of batting for the agreed number of over's, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by "Super Over" and no account shall be taken of the number of wickets which have fallen. If a match is interrupted under any circumstances, the winner will be decided based on the *Duckworth/Lewis (D/L) Method*. The D/L Method shall also be used to revise targets for the team batting second if and when the match resumes after interruptions due to conditions of ground, weather and/or light and/or under other exceptional circumstances. (In case of a tie there will be a "Super Over" between two teams) See Appendix A.

SUBSTITUTES:

(a) In normal circumstances, a substitute shall be allowed to field only for a player who satisfies the umpires that he has become injured or become ill during the match. However, in very exceptional circumstances, the umpires may use their discretion to allow a substitute for a player who has to leave the field or does not take the field for other wholly acceptable reasons, subject to consent being given by the opposing captain. If a player wishes to change his shirt, boots, etc, he may leave the field to do so (no changing on the field) but no substitute will be allowed.

(b) Fielders shall not leave the field or return during a session of play without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fielder at the start of play or when his side returns to the field after an interval.

(c) If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire.

The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

(i) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent

(ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and / or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets. The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow as opposed to an internal injury (such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

NOTE: In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, unless he informs the umpires when he is fit enough to take the field had play been in progress.

PLAYER RETURNING WITHOUT PERMISSION

If a player comes on to the field of play in contravention of (C) above and comes into contact with the ball while it is in play:

- (a) the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. Additionally, runs completed by the batsmen shall be scored together with the run-in progress if they had already crossed at the instant of the offence. The ball shall not count as one of the over.
- (b) the umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
- (c) the umpires together shall report the occurrence as soon as possible after the match to the Manager/Coach of the fielding side and to the Match Coordinator/Official responsible for the match, who shall take such action as is considered appropriate against the captain and the player concerned.

RUNNERS

No runners are allowed.

FITNESS of GROUND, WEATHER and LIGHT

- (a) The umpires will suspend or continue to suspend play for bad light when they consider that there is a risk of serious physical injury to the batsman, or where conditions are unfit for play. Amongst the facts to be considered are background, sightscreens and the type of bowling.
- (b) Umpires shall disregard any shadow on the pitch from any permanent object in the field of play.
- (c) Any objects or permanent fixtures in the field of play must be shown and explained to the umpires and opposing team before the start of play by the home team as to the ground rules.

The safety of all persons within the ground is of paramount importance to the City of Lauderhill. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, lighting siren, act of God, etc) then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, Tournament Coordinator, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require. The umpires shall be the final judges of the fitness of the ground, weather and light for play.

SUSPENSION of play for adverse conditions of ground/ weather and light

- a) All references to ground include the pitch.

AREA of pitch

- b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the striker of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place. The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately upon the umpires agreeing that conditions are suitable for play, they shall call upon the players to resume the game.
- d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

EXCEPTIONAL Circumstances.

Play may be suspended due to safety and security concerns by the umpires on the advice of the Tournament Coordinator, the head of the relevant ground authority, the head of ground security or the police. Where play is suspended, the decision to abandon or resume play shall be the responsibility of the Umpires and Tournament Coordinator who shall act only after consultation with the head of ground security and the police.

Preparation and Maintenance of the Playing Area.

Prior to tossing for choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsmen, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

THE BAT

The bat overall shall not be more than 38 inches in length; the blade of the bat shall be made of wood shall have a conventional "flat" face and shall not exceed 4 ¼ inches at the widest part.

BOWLER INCAPACITATED or SUSPENDED DURING an OVER

If for any reason a bowler is incapacitated while running up to bowl the first ball of an over or is incapacitated or suspended during an over, the umpire shall call and signal "Dead Ball" and another bowler shall bowl or complete the over from the same end, provided only that he shall not bowl three (3) overs or part thereof, consecutively in one inning.

THE BALL - MODE of DELIVERY

If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re-bowled over arm. The umpire at the bowler's end shall call and signal no ball if a ball which the umpire considers to have been delivered: (i) Bounces more than twice or (ii) Rolls along the ground or (iii) Comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. If the ball comes to rest in such circumstances, the umpire will call a no ball.

HELMETS (and PROTECTIVE EQUIPMENT)

The striker is out if the ball is deflected from his bat onto his own protective helmet and he is subsequently caught. Runs may be scored off deflections from the batsman or fielder's helmet. A batsman may call for a helmet to be brought out to him at any time during the innings. He must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket, or at the end of an over. In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets. The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

UNFAIR PLAY

It is normal fielding practice for fielders in recognized close to the wicket catching positions to be stationary, and for outfielders to walk in towards the striker when the bowler commences his run up. Any significant movement, off line or in depth, by a fielder once the bowler commences his run up is considered unfair and either umpire shall take action. As a guide, the movement of a wicket keeper standing back who moves up to the stumps would be regarded as significant, whereas the movement forward by a wicket keeper of a couple of paces for a slowly delivery or in taking his normal stance would not be regarded as significant. The same provision will apply to a slip fielder who takes only couple of steps forward. The umpire has to make a judgment taking all the circumstances into account.

LIFTING the SEAM (CHANGING the CONDITION of the BALL)

In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage and of the same brand (including a new ball) as the ball in use prior to the contravention.

TIME OUT

The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately upon the fall of a wicket.

PLAYERS DAMAGING the PITCH / PROTECTION OF THE PITCH

(a). Captains and umpires should co-operate to ensure that, prior to the start of any day's play, no one bounces a ball on the pitch or strikes it with a bat to access its condition or for any other reason or causes damage to the pitch in any other way. Prior to the start of play, only the captains and team coaches may walk on the pitch to assess its condition. No spiked footwear shall be permitted.

The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

(b). In the event of the batsman damaging the pitch, the umpire (bowler's end) shall follow the procedures of caution and final warning. Should the above warnings prove ineffective the umpire shall intervene without appeal by calling and signaling "dead ball" as soon as he considers there is no chance of a dismissal, disallow any runs, and return the batsmen to their original ends.

QUALIFYING FOR THE SEMI-FINALS AND FINALS

The four (4) top finishers in the first-round matches shall qualify for the semi-final matches. The team which finish #1 and #4 and #2 and #3 shall played in the semi-finals. The winners of the semi-finals shall play in the final. In circumstances where a result is not possible in the semi-finals, then the teams which finished higher in the first round points table at the completion of preliminary matches shall qualify for the finals. In the event of teams finishing on equal points, the right to play in the final match will be determined as follows:

*If two (2) or more teams tie on the same amount of points in the preliminary rounds ONLY, the following formula will be used to determine the ranking:

- a. The team with the best NRR, or
- b. The team that lost least number of wickets, or
- c. The team that hit most boundaries, or.
- d. If still undetermined, teams will split the points.

Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, average runs per over scored against that team.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculations of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.

Qualifying for the Finals:

The winners of each semi-final shall progress to the Final. In the event of the result of the semi-finals being a:

1. Tie (no bowl out possible), or
2. No result, or
3. Abandoned match

the two top seeded teams based upon NRR from first rounds matches will advance to the Finals.

Champion Team

The winner of the finals shall be declared the Champion Team. In the event of the result of the final being a:

1. Tie (with no Super Over possible), or
2. No Result, or
3. Abandoned match both teams shall share the title of Champions Team, and the Prize Money shall be split evenly between the two teams.

Team Manager, Coordinator and/or Captain must meet with the Match Coordinator or Official Scorer at least fifteen (15) minutes before the start of the game. Teams must submit the players list at least 15 minutes before the start of the game.

The captains shall toss in the presence of assigned Match Umpires and/or Match Coordinator - not earlier than 10 minutes or not later than 5 minutes before the scheduled or any rescheduled time for the match to start. As soon as the toss is completed, the captain of the side winning the toss shall notify the opposing captain and the umpires of his decision to bat or to field. Once notified, the decision cannot be changed.

Umpire miscounting

An umpire who has miscounted may call over at any time when the ball is dead. For example, a seventh ball is bowled but it is a No ball – if the umpire then realizes that he/she has miscounted and that there have already been 6 valid balls, he/she may call over.

City of Lauderhill Park Rules:

Possession and consumption of alcohol and other illegal substances are strictly prohibited on City property. Any player found with alcohol on the playing field will be ejected immediately from playing any more games.

Smoking and cell phones are strictly prohibited on the field of play.

THERE WILL BE ZERO TOLERANCE FOR FIGHTING/ PROFANITY BEING USED ON THE FIELD AND SURROUNDING CITY PROPERTY. Team member/player who threatens City employees, Sponsors/ Umpires, Scorers, other team players, League Officials, representatives of the City of Lauderhill will be subject to disciplinary actions.

Please keep in mind that the City of Lauderhill is committed to promoting the game of cricket in the United States. We encourage the captain of each team to stress upon your players...be mindful of their behavior towards those present on City property. We all know, cricket not only attracts avid fans, but entire families and we urge all to be respectful and considerate especially in the presence of children.

Players and or substitutes NOT wearing their official 2020 team uniforms will NOT be allowed to participate in any of the matches. Each teams, umpires and scorers are required to submit a completed W-9 to the City of Lauderhill.

Tournament Committee:

Irvin Kiffin – City of Lauderhill
Scott Newton – City of Lauderhill
Leslie Johnson – City of Lauderhill

Tournament Director:

Jeff Miller

Jcmiller712@gmail.com

Telephone

954-200-3807

Teams:

Jamaica	-	<u>Contacts</u>	<u>Telephone</u>
India	-	Mark Johnson	954-646-0618
Trinidad & Tobago	-	Ricky Nayyar	954-304-1474
Pakistan	-	Terry Mills	754-234-4779
Guyana	-	Zulfiqar Azeem	954-793-7349
USA	-	Farook Mowla	954-558-4483
		Patrick Samuels	305-542-5184

Tournament Coordinator	-	Richard Louis	954-661-7072
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Tournament – Musical Director

Joel Williams		786-537-5094
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Tournament Scorers

Victor Charles		754-265-8502
Paul Mowatt		305-790-0124
Brianna Anthony		

Grounds Coordinator		Gaythorne Williams	954-226-4396
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Umpires Responsibilities:

Umpires are to request to read the rules in it entirely before the start of the tournament in order to ensure a complete understanding of the rules of the game and rules of the City.

Umpires must arrive at the game no less than 30 minutes before the start of the game and to secure the declared teams from the match coordinator/captains/managers.

Umpires should enforce the start time rule and should collect the declared team and ensure that teams are in compliance with the 7 player's present rule before the start of any game.

Umpires should direct the teams to toss and secure from the winner, decision to bat or field.

Umpires should keep extra balls in their possession at all times and should consult with scorers/match coordinator for assistance in the balls and overs count.

Umpires should enforce any violations of un-sportsmanlike conduct and should report any and all violations to tournament coordinator.

Umpires must be fair and impartial for the integrity of the game; failure to adhere to the rules of the game and City of Lauderdale will result in being removed from future participation in the tournament.

Appendix A Procedures for the "Super Over" per side eliminator

- Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Tournament Coordinator. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.
- If the one over per side eliminator cannot start before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for the starting the eliminator will include any previously unused extra time remaining at the end of the match.
- The one per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with ground authorities and the Tournament Officials.
- Prior to the commencement of the one over per side eliminator each team elects three (3) batsmen and one (1) bowler.
- The nominated players are given in writing to the umpires/Tournament Officials.
- The umpires shall stand at the same end as that in which they finished the match.
- The umpires shall choose which end to bowl and both teams will bowl from the same end.
- Each team's over is played with the same fielding restrictions as apply for a non-power play over in a normal.
- The team batting second in the match will bat first in the one over eliminator.
- The same ball (or a ball of a similar age if the original ball is out of shape or lost) as use at the end of the team's innings shall be used for the "extra" over.
- The loss of two (2) wickets in the over ends the team's one (1) over innings.
- In the event of the teams having the same score after the one (1) per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in the both the main match and the one (1) over per side eliminator shall be the winner.
- If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.
- If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in the both the main match and the one over per side eliminator shall be the winner.
- If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from wide balls, no ball or penalty runs.